

Alehir Mossgrove

CHARACTER NAME

Nightblade

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Bosmer (Wood Elf)

RACE

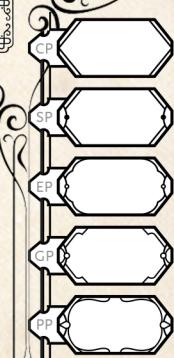
ALIGNMENT

XP

STRENGTH 11	INSPIRATION
0	+2 PROFICIENCY BONUS
DEXTERITY 16	O 0 Strength O +5 Dexterity O -1 Constitution O +2 Intelligence O -1 Wisdom O 0 Charisma
+3	SAVING THROWS
CONSTITUTION 9	O +7 Acrobatics (Dex) O +1 Animal Handling (Wis) O 0 Arcana (Int) O +2 Athletics (Str) O +2 Deception (Cha) O 0 History (Int) O +3 Insight (Wis) O 0 Intimidation (Cha) O +2 Investigation (Int) O +1 Medicine (Wis) O 0 Nature (Int) O +3 Perception (Wis) O 0 Performance (Cha) O 0 Persuasion (Cha) O 0 Religion (Int) O +5 Sleight of Hand (Dex) O +7 Stealth (Dex) O +1 Survival (Wis)
INTELLIGENCE 10	SKILLS
WISDOM 12	PASSIVE WISDOM (PERCEPTION) 13
+1	
CHARISMA 10	
0	

12	+3	30'
ARMOR CLASS	INITIATIVE	SPEED
HIT POINT MAXIMUM 21	CURRENT HIT POINTS	
	TEMPORARY HIT POINTS	
TOTAL 3	SUCCESES ○○○	FAILURES ○○○
d8	HIT DICE	DEATH SAVES
NAME	ATK BONUS	DAMAGE/TYPE
Bow	+5	1d4+3pierce
Dagger	+5	1d4+3pierce
Dagger	+5	1d6 pierce
Strife:		
-Deal 1d4 Necrotic damage to an enemy target. Heal 1d4 Health.		
ATTACKS & SPELLCASTING		

Nothing can shake my optimistic attitude.	PERSONALITY TRAITS
The ancient traditions of worship and sacrifice must be preserved and upheld.	IDEALS
We all do the work, so we all share in the rewards.	BONDS
I am dogmatic in my thoughts and philosophy.	FLAWS
Veiled Strike: -Deal 1d6 additional damage on your attacks if the opponent doesn't notice you.	
Cunning: -You may Hide, Disengage or Dash as a Bonus Action.	
Assassin's Blade: -You critical hit on a 19-20	
Acrobat: -Gain Advantage on Acrobatics and Athletics.	



Leather armor
Daggers
Bow

EQUIPMENT

FEATURES & TRAITS

OTHER PROFICIENCIES & LANGUAGES